

FIG. 1

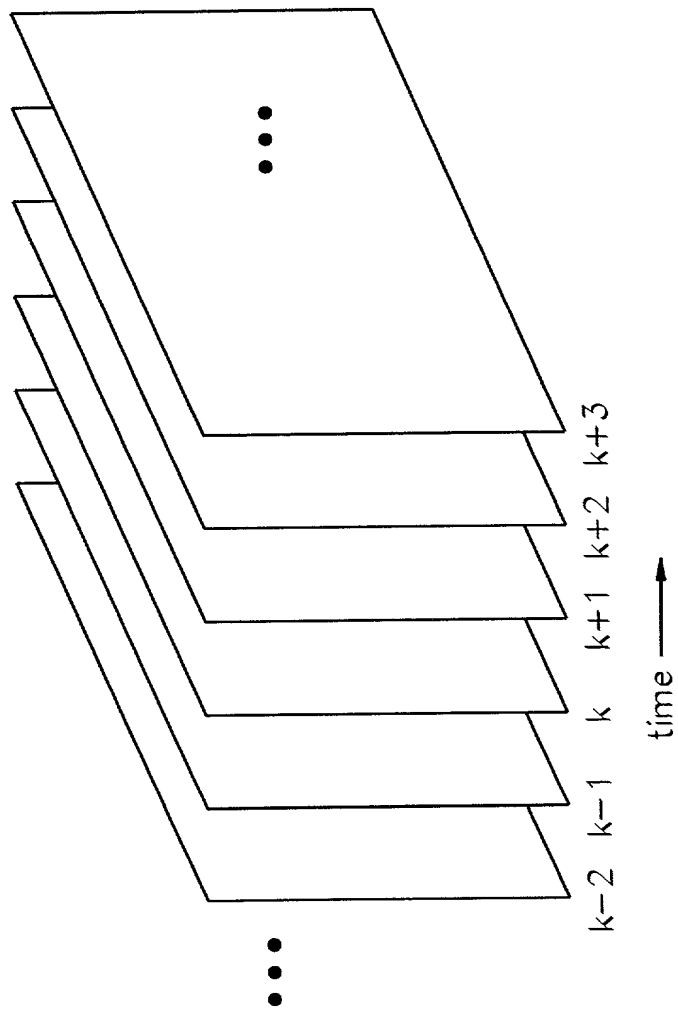


FIG. 2

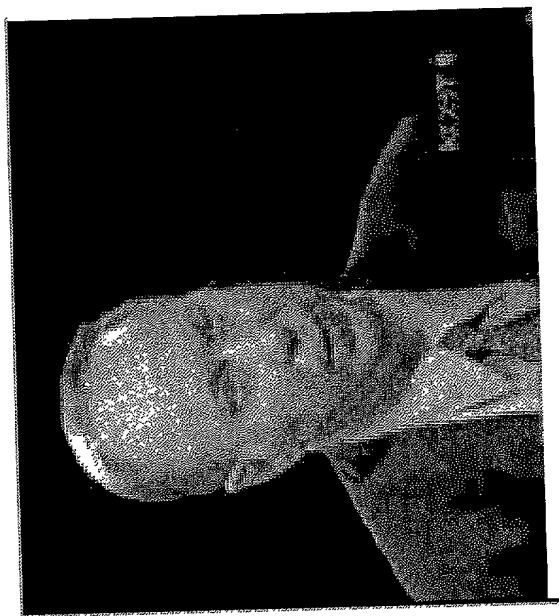


FIG. 3A



FIG. 3B

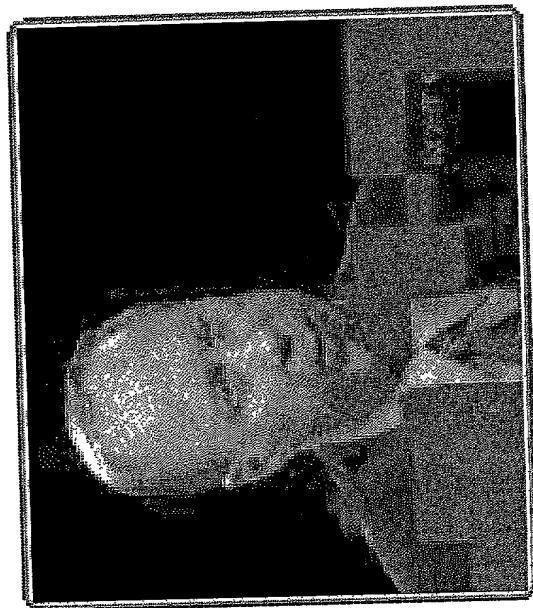


FIG. 3C



FIG. 3D

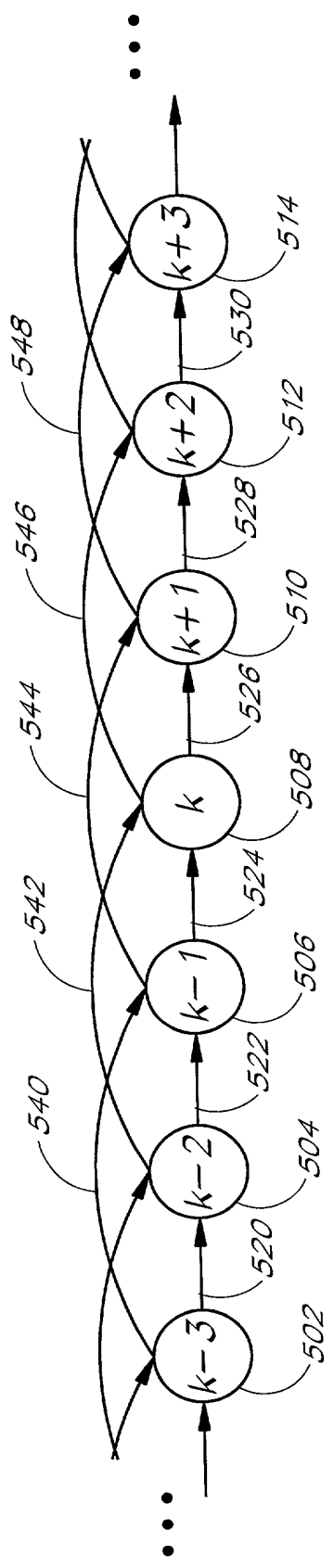


FIG. 5A

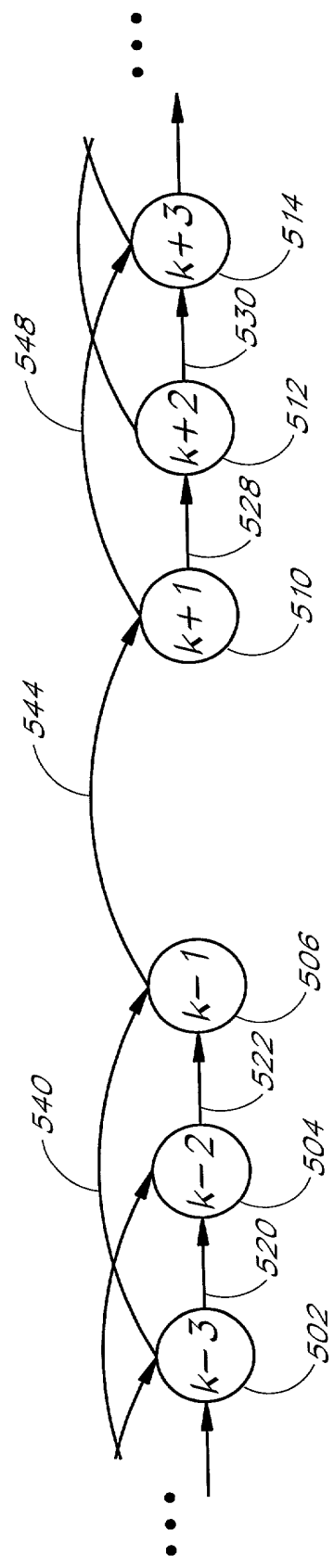


FIG. 5B

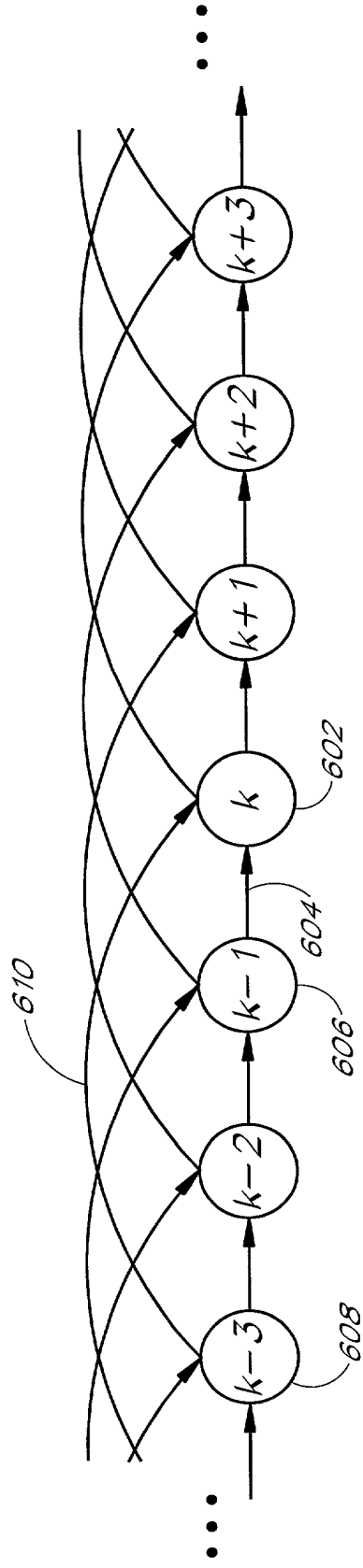
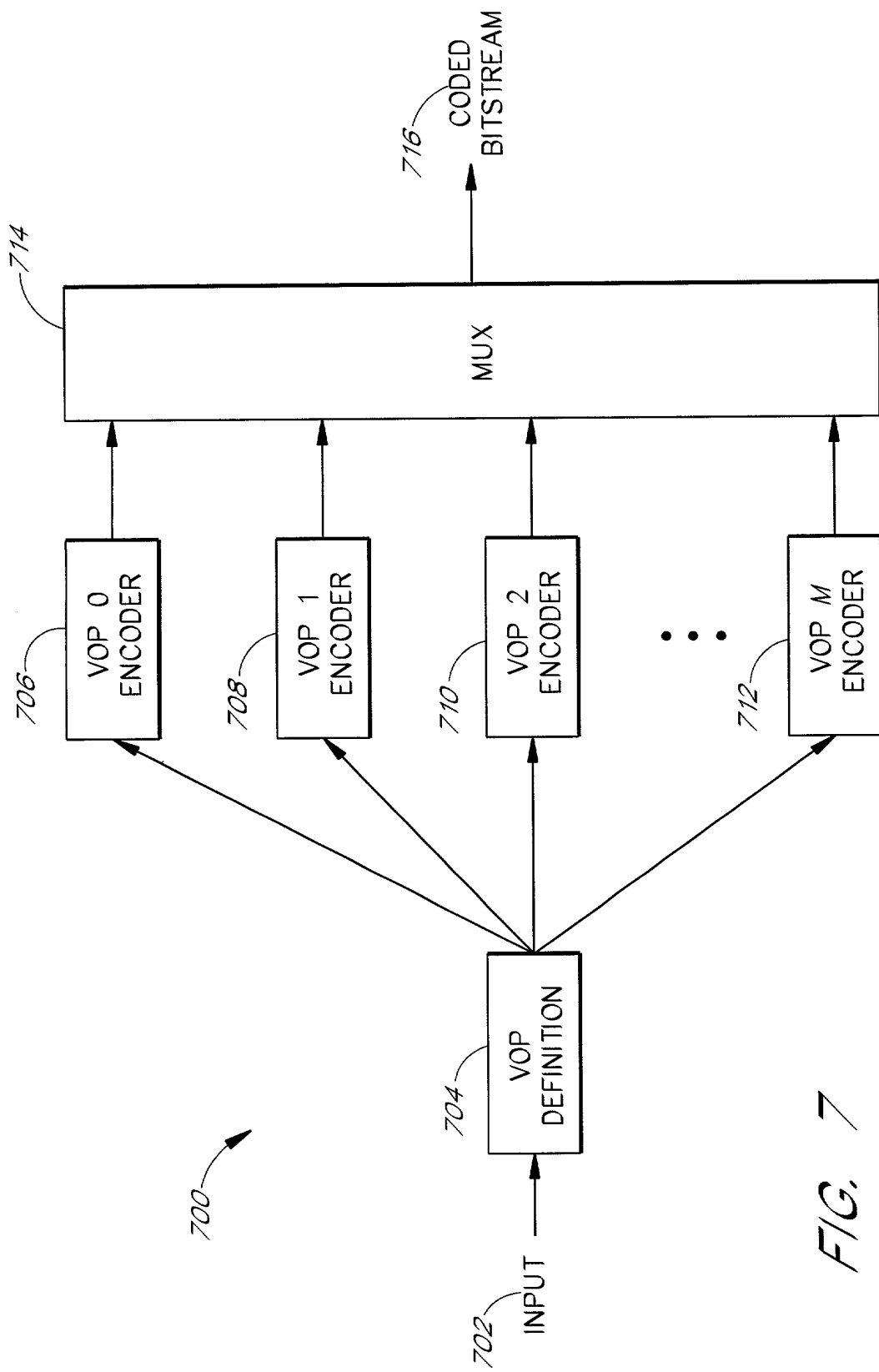


FIG. 6



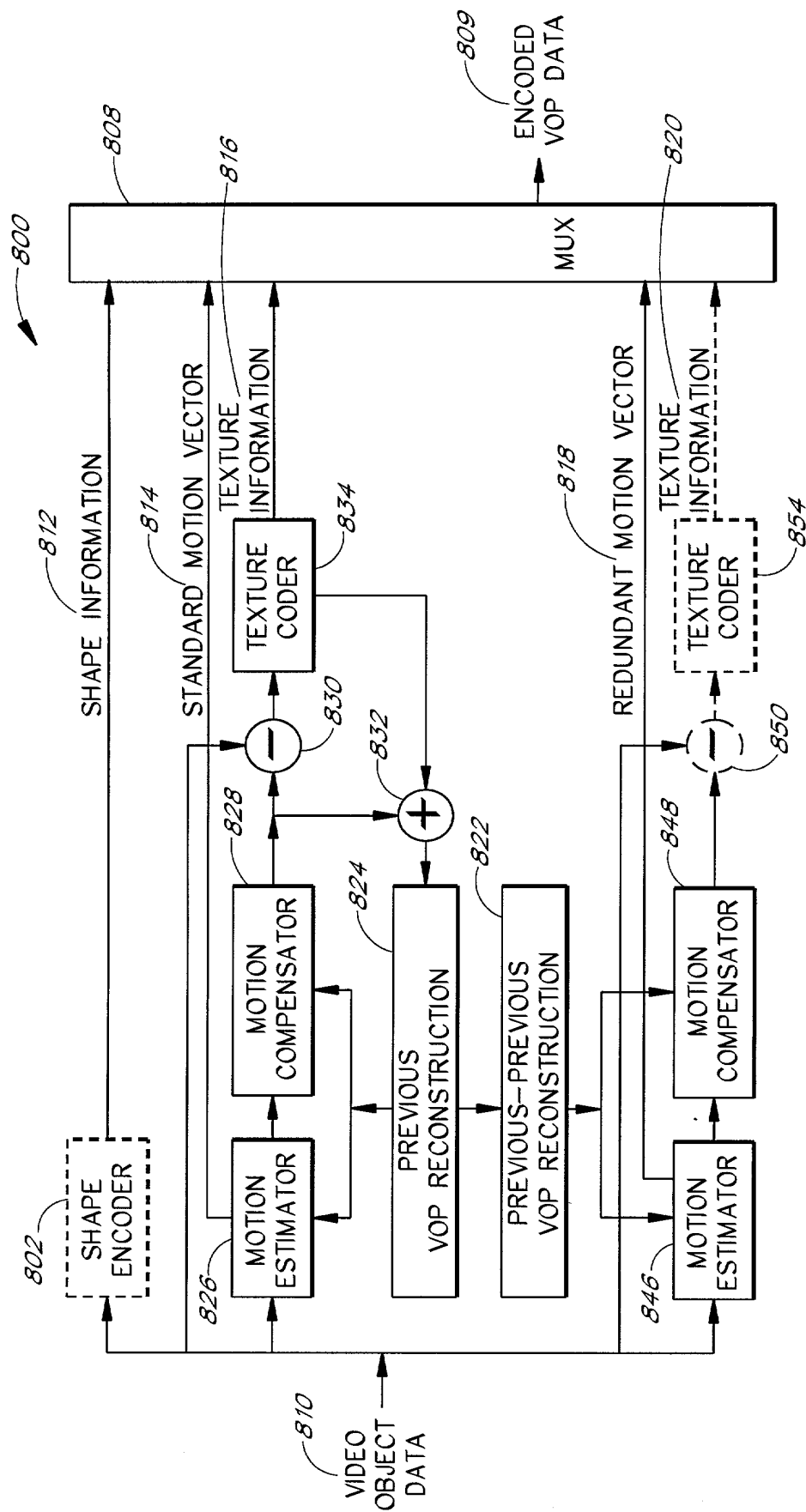
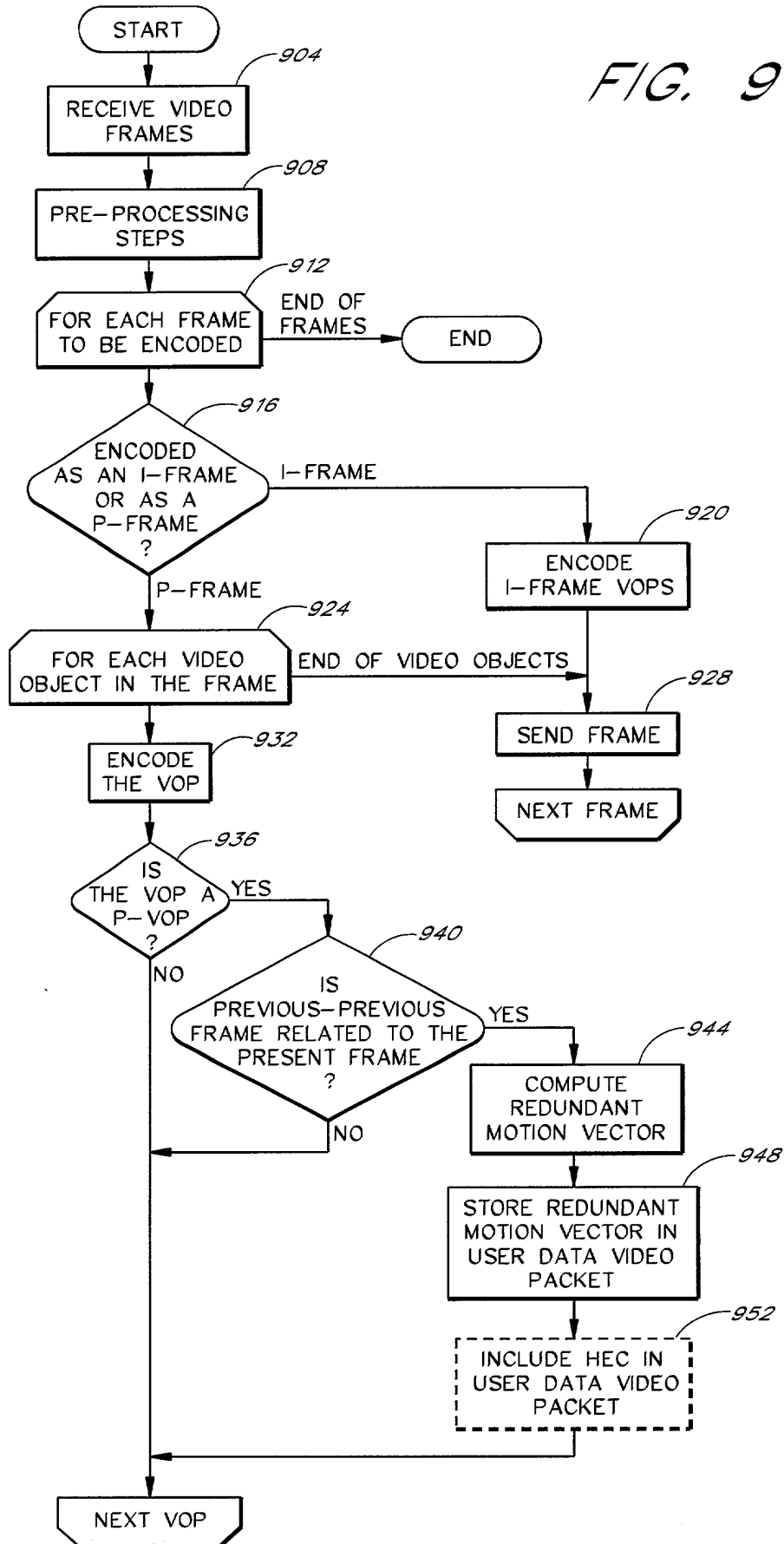


FIG. 8

FIG. 9



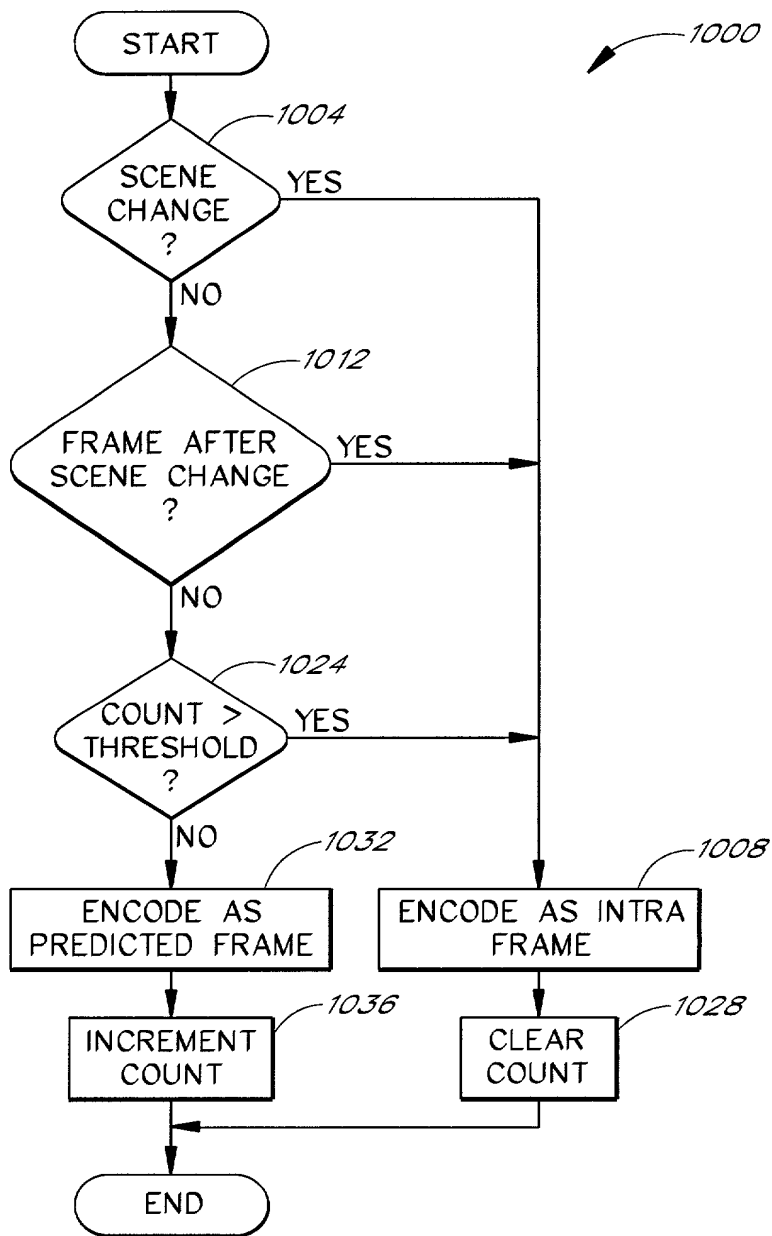
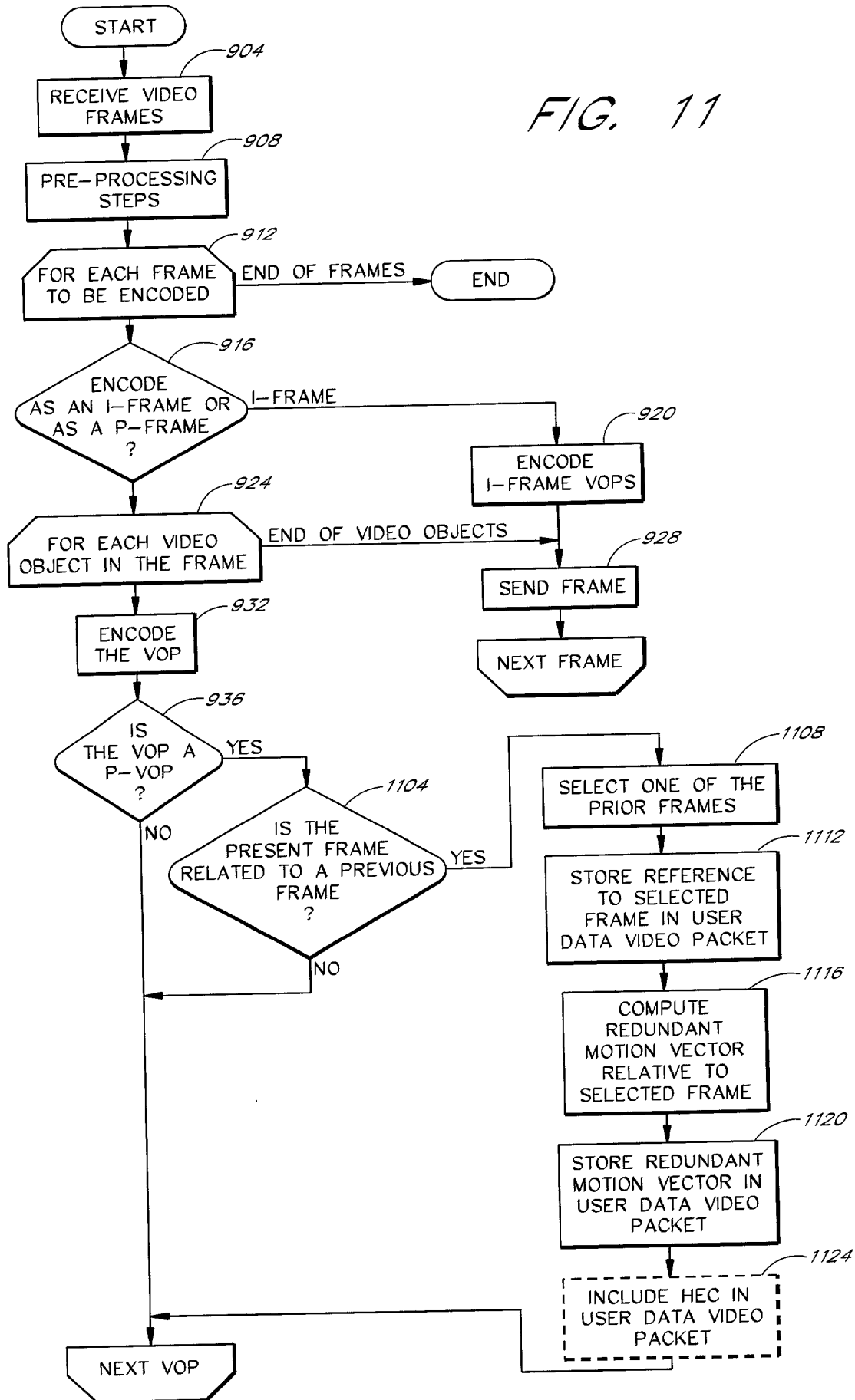


FIG. 10

FIG. 11



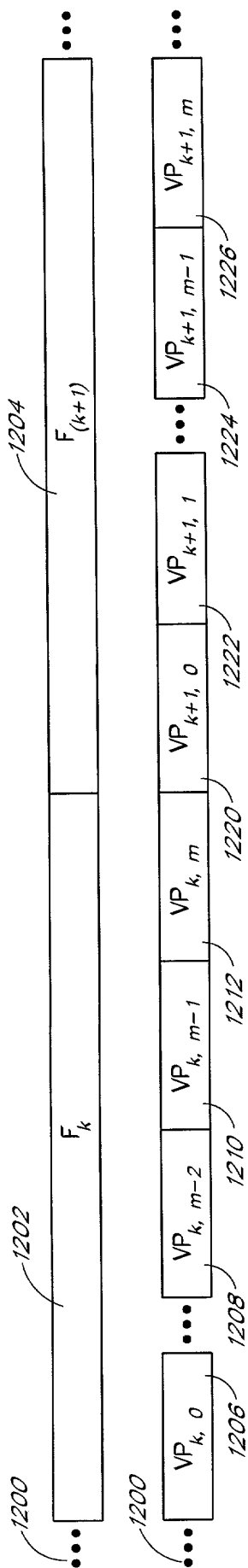


FIG. 12A
(PRIOR ART)

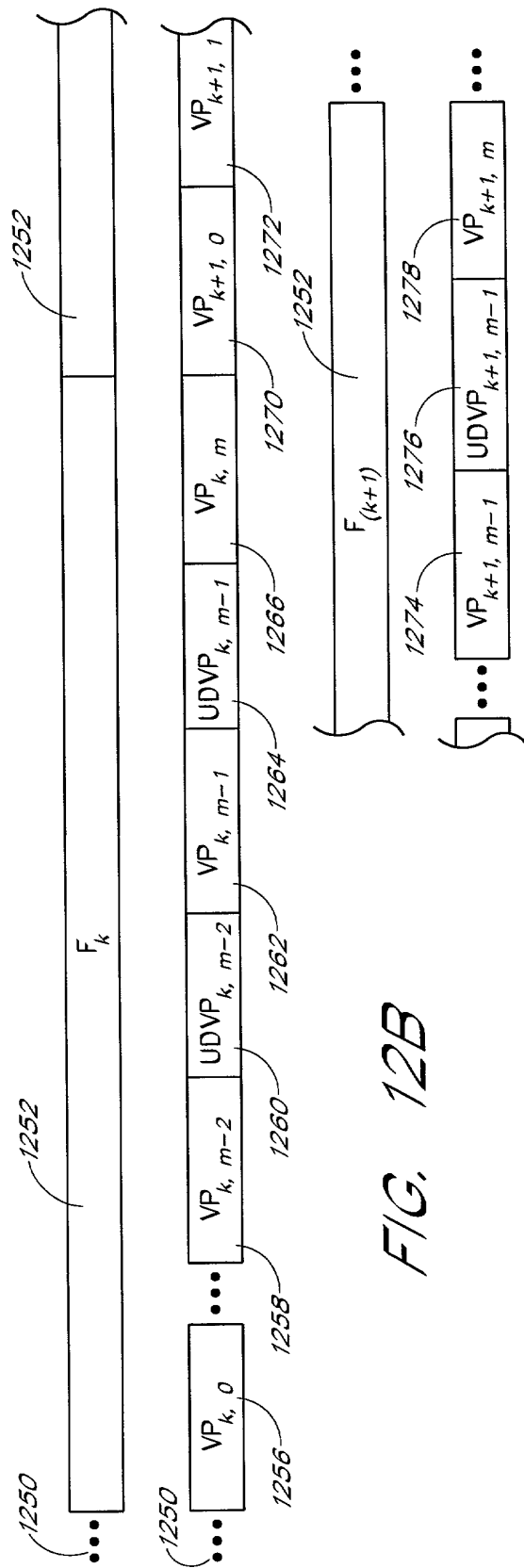


FIG. 12B

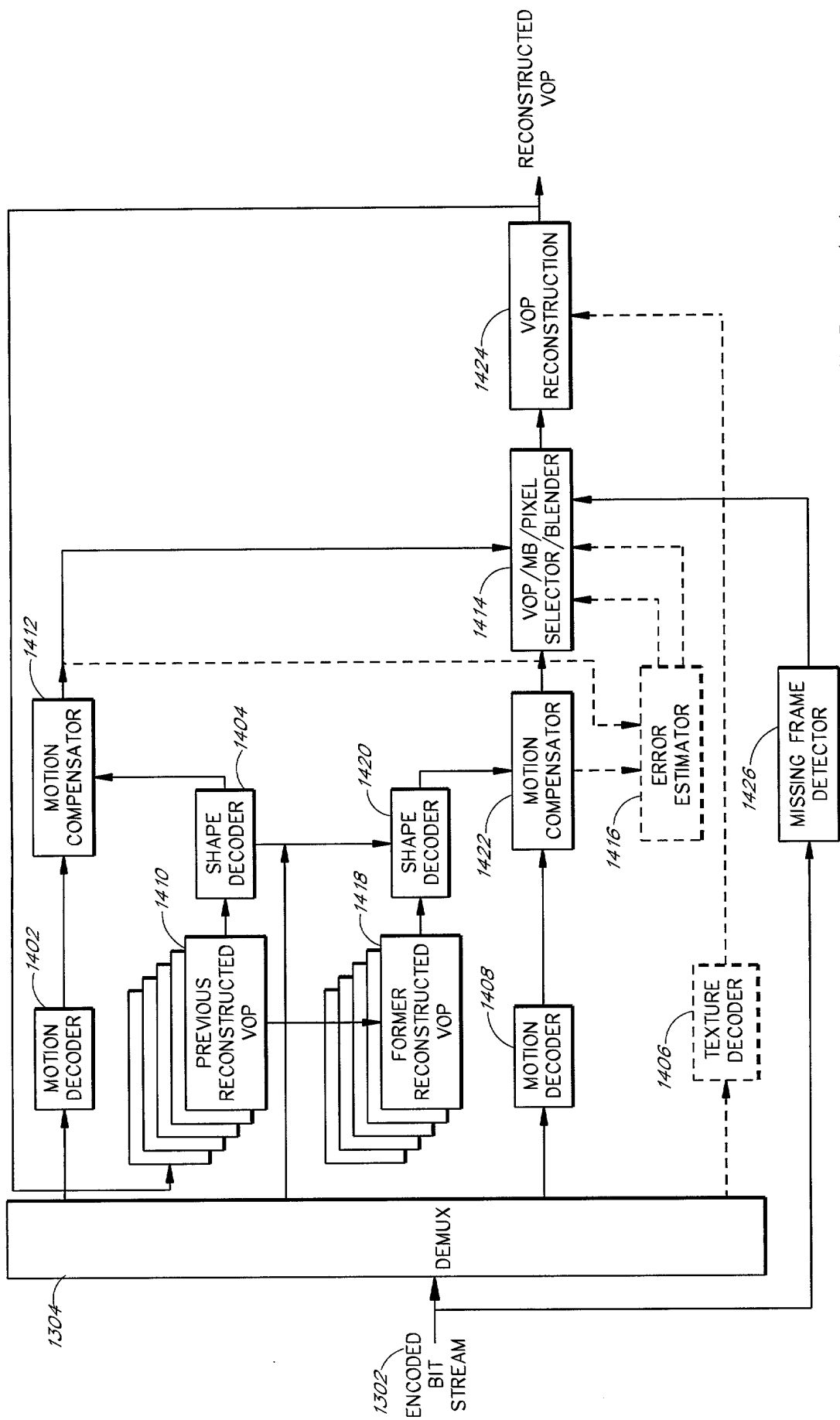


FIG. 14

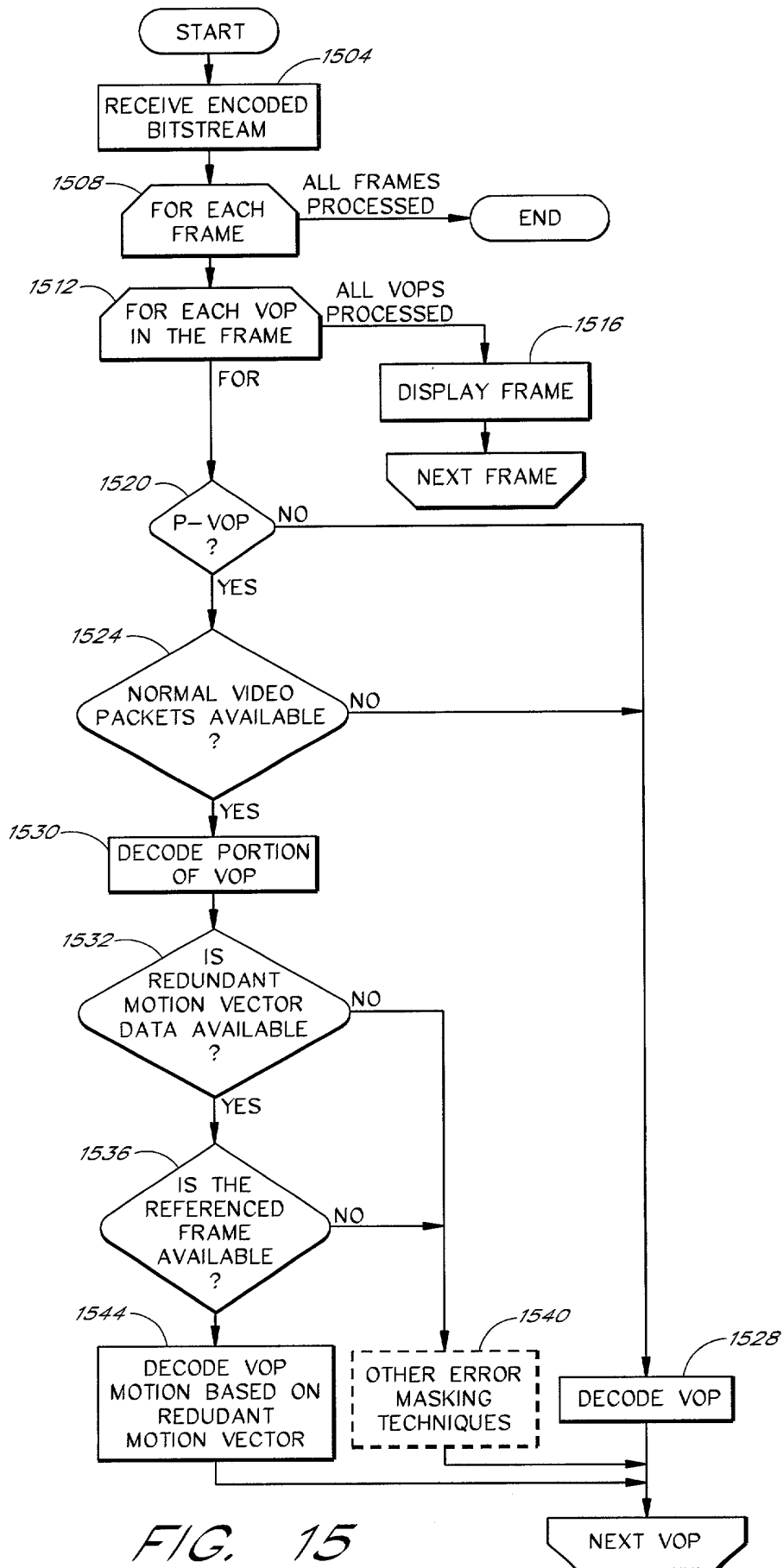


FIG. 15

FIG. 16

FIG. 16A

FIG. 16B

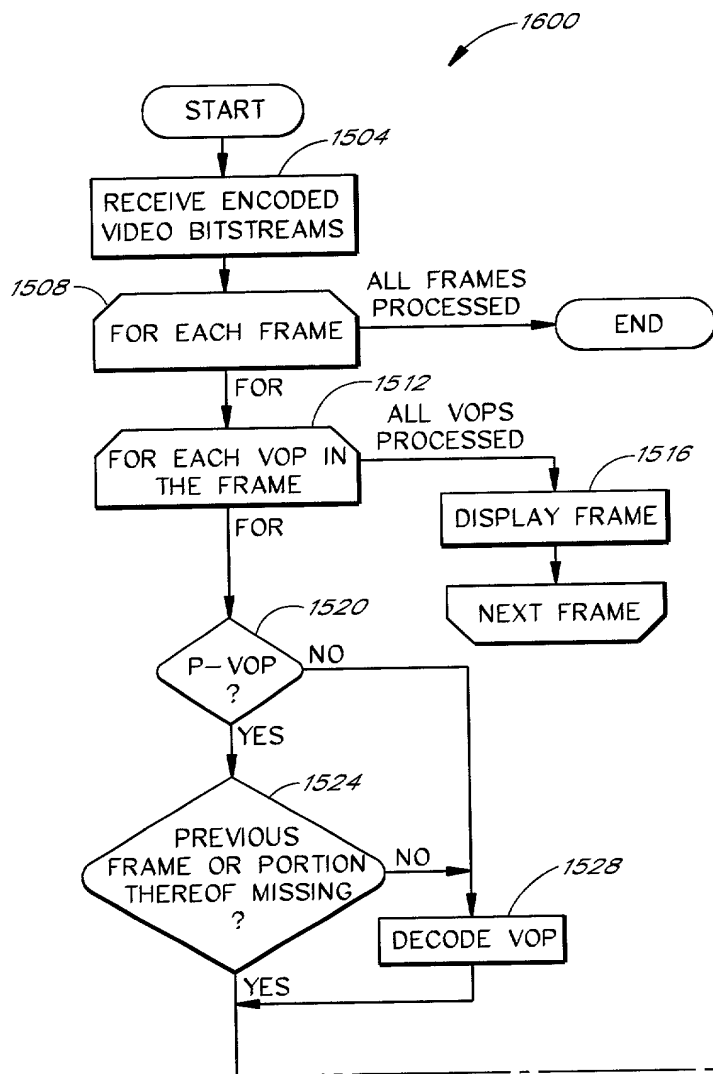


FIG. 16A

```

graph TD
    1604{IS REDUNDANT MOTION VECTOR DATA AVAILABLE?}
    1608{IS THE REFERENCED FRAME AVAILABLE?}
    1612[DECODE VOP MOTION BASED ON REDUNDANT MOTION VECTOR]
    1616{WERE PORTIONS OF BOTH VOPS RECONSTRUCTED?}
    1620{WAS EITHER VOP DECODED?}
    1624[COMPUTE ESTIMATED ERROR METRIC WITH STANDARD MOTION VECTOR]
    1632[COMPUTE ESTIMATED ERROR METRIC WITH REDUNDANT MOTION VECTOR]
    1636{LOWER ERROR ESTIMATE?}
    1540[OTHER ERROR MASKING TECHNIQUES]
    1628[USE DECODED VOP TO DISPLAY FRAME]
    1640[USE VOP DECODED FROM STANDARD MOTION VECTOR]
    1644[USE VOP DECODED FROM REDUNDANT MOTION VECTOR]
    NEXT_VOP{NEXT VOP}

    1604 -- YES --> 1608
    1604 -- NO --> 1616
    1608 -- YES --> 1612
    1608 -- NO --> 1616
    1612 --> 1616
    1616 -- YES --> 1624
    1616 -- NO --> 1620
    1620 -- YES --> 1628
    1620 -- NO --> 1540
    1624 --> 1632
    1632 --> 1636
    1636 -- REDUNDANT --> 1644
    1636 -- STANDARD --> 1640
    1540 --> J1(( ))
    1628 --> J1
    1640 --> J1
    1644 --> J1
    J1 --> NEXT_VOP
  
```

FIG. 16B